SERVICE DELIVERY REPORT (SDR) Local Government Limited Gaming Impact Fund WATER QUALITY MANAGEMENT

Instructions for completing a Service Delivery Report may be found on the Department of Local Affairs website at: www.dola.state.co.us/LGS/FA/gaming.htm

Rep	orting Entity (County, Munic	cipality or Special Dis	trict) Name and Addr	ess:		
Cou	nty of					
Contact Person_ Telephone						
1.	Reporting Period:	year (Note: S	ervice delivery activit	y is calculated fo	or each ca	alendar year)
List m	najor gaming residential or comme y and have added to the expense	ercial developments that hat of treating water for dome	stic use.	ring or after 1997 w	hich have at	ffected raw water
	Name	Type (Residential or Commercial)	Size (Units or Sq. Ft.)	Date Occupied		Source of Data
2.	Service Delivery Indicators. The following provides a basis for comparison of a base year (19) than establishing a specific gaming impact cost. This process is used given the ambiguities associated increased stream loading from up-stream developments against other prevalent factors such as poper operating costs. However, any dramatic change from the base year determined below may be direct developments listed above. a. Annual personnel and operating cost for water treatment services during 1997.					eating the cost oges and increased with the
	b. Daily personnel and operating cost for water treatment services				\$	
	(a. divided by 365)					
	c. Average daily treated water consumption in 1997					gal.
	d. Unit cost per gallon in 1997 (b. divided by c.)				\$	
	e. Annual personnel and operating cost for water treatment services					
	during reporting period				\$	
	f. Daily personnel and operating cost for water treatment during reporting					
	period (e. divided by 365)				\$	
	g. Average daily treated water consumption during reporting period				-	gal.
	h. Unit cost per gallon during reporting period (f. divided by g.)				\$	
	i. Change in daily service activity (g. minus c.). If zero or less, enter zero.				-	gal.
	j. Cost of change (h. minus d.). If zero or less, enter zero.				\$	
	k. Number of gaming employees residing in jurisdiction				-	
	Number of gaming employees residing in jurisdiction during reporting					
	period (*Available from the Department of Local Affairs)					
	m. Net change in gaming employment (l. minus k.)					
	n. Percentage change of gaming employees (m. divided by k.)					%

Note: if a cost is identified on line j. and an increase in gaming employees is recorded on line n., it is assumed that some of your personnel and operating costs have been affected by the presence of gaming. Provide an estimate of applicable personnel and operating costs in the Cost Recovery Form (Lines B.1. and B.2.) and justification for the amount of costs reported in Section C. If no cost is identified on line j., you may still estimate costs resulting from specific gaming commercial or residential developments. This also requires justification in Section C.